

(d) displaying plugs on the first object when the first object is positioned proximate to the second object, wherein the plugs indicate one or more respective attachment points on the first object;

(e) dynamically creating a socket on the second object when the plug of the first object is placed proximate to the second object, wherein the socket indicates an attachment point between the first object and the second object; and

(f) automatically coupling the second object to the first object at the attachment point.

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2. (AMENDED) The method of claim 1, wherein an appearance of the displayed second object on the monitor is modified when a type of the plug on the first object does not match a type of the socket on the second object.

3. The method of claim 1, wherein the step of automatically coupling further comprises the step of positioning the first object to align the plug of the first object to the created socket of the second object.

4. The method of claim 1, wherein the step of automatically coupling further comprises the step of automatically coupling the attachment point of the second object to the first object along a defined range of the first object.

5. The method of claim 1, further comprising deleting the created socket when the plug of the first object is no longer proximate to the second object.

6. The method of claim 1, further comprising deleting the created socket when no plugs are attached to the created socket.

7. (AMENDED) A computer-implemented apparatus for displaying information, comprising:

a computer having a monitor attached thereto, wherein the monitor displays a first object and a second object;

means for positioning the first object proximate to the second object on the monitor;

means for displaying plugs on the first object when the first object is positioned proximate to the second object, wherein the plugs indicate one or more respective attachment points on the first object;

means for dynamically creating a socket on the second object when the plug of the first object is placed proximate to the second object, wherein the socket indicates an attachment point between the first object and the second object; and

means for automatically coupling the second object to the first object at the attachment point.

8. (AMENDED) The apparatus of claim 7, wherein an appearance of the displayed second object on the monitor is modified when a type of the plug on the first object does not match a type of the socket on the second object.

9. The apparatus of claim 7, wherein the step of automatically coupling further comprises the step of positioning the first object to align the plug of the first object to the created socket of the second object.

10. The apparatus of claim 7, wherein the step of automatically coupling further comprises the step of automatically coupling the attachment point of the second object to the first object along a defined range of the first object.

11. The apparatus of claim 7, further comprising deleting the created socket when the plug of the first object is no longer proximate to the second object.

12. The apparatus of claim 7, further comprising deleting the created socket when no plugs are attached to the created socket.

13. (AMENDED) An article of manufacture comprising a computer program carrier readable by a computer and embodying one or more instructions executable by the computer to perform method steps of displaying information on a monitor attached to the computer, the method comprising the steps of:

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- (a) displaying a first object on the monitor;
 - (b) displaying a second object on the monitor;
 - (c) positioning the first object proximate to the second object on the monitor;
 - (d) displaying plugs on the first object when the first object is positioned proximate to the second object, wherein the plugs indicate one or more respective attachment points on the first object;
 - (e) dynamically creating a socket on the second object when the plug of the first object is placed proximate to the second object, wherein the sockets indicates an attachment point between the first object and the second object; and
 - (f) automatically coupling the second object to the first object at the attachment point.